*1. How is Web 2.0 different from Web 1.0?*

The term "**Web 2.0**" (2004–present) is commonly associated with web applications that facilitate interactive information sharing, interoperability, user-centered design, and collaboration on the World Wide Web. Unlike Web 1.0 where users are limited to the passive viewing of information that is provided to them, a Web 2.0 websites allow users to do more than just retrieve information. Web 2.0 allows users to interact with other users or to change the website content. They can build on the interactive facilities of "Web 1.0" to provide "Network as platform" computing, allowing users to run software-applications entirely through a browser. Users can own the data on a Web 2.0 site and exercise control over that data.

*2. What is “collective intelligence” and how does it apply to Web 2.0?*

The real heart of Web 2.0 is collective intelligence, which has been defined as harnessing the network effect to build applications that evolve the more people use them. As users add new content, and new sites, it is bound in to the structure of the web by other users discovering the content and linking to it. In essence, collective intelligence turns the web into a global brain.

*3. 3 web sites/articles that discuss Web 2.0 uses in education, specifically.*

<http://www.scribd.com/doc/24161189/Educational-Networking-The-Important-Role-Web-2-0-Will-Play-in-Education>

<http://www.readwriteweb.com/archives/e-learning_20.php>

<http://www.cblohm.com/news/Lightspeed/LS_090406/index.html>

Web 2.0 brings forth a whole new world for education by opening up the doors to collaboration and participation. Educators from all parts of the world can share their knowledge, as well as, participate in professional development at their own convenience through education networking. In the classroom, Web 2.0 engages the student’s interests through on-line gaming, enables the student to collaborate with others through blogging and increases the student’s options for learning through a child-based web browser. Web 2.0 enables children to see a world beyond the books in the classroom and caters to their interests, so children will enjoy learning and want to learn. Web 2.0 creates a vast knowledge and resource base for educators, as well as, enables them to develop a means for addressing the individual needs of children. The advantages of Web 2.0 for educators and in the classroom are endless.

*Dictionary 2.0*

*Find 5 applications from the web site above that could be used in the classroom*

1. Game Classroom-A Game Platform for Kids: Game Classroom is a one-stop web destination for accessing high-quality educational games, and homework help for K-6 students. Game Classroom offers math games, homework help, worksheets and more. It is a great site for kids, parents and teachers. The Game Classroom would be a fun and useful tool to help children who struggle with math.
2. Kidoz- A Kid Browser: The KIDOZ browser is a protected environment made for young kids that enables children to surf sites, watch videos and play games. The system blocks links, scripts and any other attempts that lead to sites and content which have not been approved, preventing them being viewed by the children. This website allows children to browse freely for topics that interest them without the teacher or parent having to worry about undesirable content.
3. Carrot Sticks- Online Math Games: CarrotSticks is an online multiplayer game that improves math skills for 1st - 5th graders as they practice and compete with peers around the world.
4. Tikatok-Imagine a Story. Create a Book: Tikatok is a community for children to write illustrate and publish a real book. With Tikatok, becoming a published author is easy. Just write a story, illustrate it and order as many copies as you want. Tikatok features a suite of free teacher tools and has seen over 1000 teachers register to run bookmaking projects in their classrooms. Tikatok opens up a world of creativity for children and gives tools to help teachers who have children that struggle with writing.
5. EkoLoko: Ecological Virtual Environment for Kids: Ekoloko is a educational, virtual community where kids discover the world, virtual and real, through fun games and quests, while absorbing the values, knowledge and skills that will help them become more responsible and involved individuals.